

12. The system of claim 11, wherein the difficulty changing further comprises a game portion to increase the number of sounds to be recalled by the user.

13. The system of claim 11, wherein the sound recall game further comprises a game portion that generates a varying amount of background noise in order to change the difficulty in recalling the series of sounds.

14. The system of claim 11, wherein the sound recall game further comprises a game portion that presents a picture with a sound and wherein the difficulty changing further comprises a game portion that conceals the picture for each sound until after that sound has been presented to the user.

15. The system of claim 11, wherein the difficulty changing further comprises a game portion that changes the types of sounds presented to the user, the types of sounds progressively becoming more difficult to recall.

16. A phonological skill training apparatus that is executed by a computer system, the apparatus comprising:

one or more sound awareness games for increasing the skill of the user in different sound awareness skill areas; and

wherein the sound awareness games further comprise a sound recognition game to train a user's skill at recognizing one or more of long vowel sounds, short vowel sounds and consonant sounds wherein the training is adaptive and the difficulty of the training is changed.

17. The system of claim 16, wherein the difficulty changing further comprises a game portion to change the type of the sound from sounds more easily perceived to sounds less easily perceived, the difficulty of the perception of the sound based on the inherent acoustic and phonetic properties of the sound.

18. The system of claim 16, wherein the difficulty changing further comprising a game portion that presents the sound in isolation to the user, and, if the user correctly identifies the sound in isolation, instructions for presenting the sound in a word to the user.

19. The system of claim 16, wherein the difficulty changing further comprises a game portion that requests the user to identify the position of the sound within a word.

20. The system of claim 16, wherein the difficulty changing further comprises a game portion that changes the type of the sound from sounds more easily perceived to sounds less easily perceived, the difficulty of the perception of the sound based on the inherent acoustic and phonetic properties of the sound.

21. A phonological skill training apparatus that is executed by a computer system, the apparatus comprising:

one or more sound awareness games for increasing the skill of the user in different sound awareness skill areas; and

wherein the sound awareness games further comprise a sound counting game that trains a user's skill at recognizing number of sounds presented to the user wherein the training is adaptive and the difficulty of the training is changed.

22. The system of claim 21, wherein the difficulty changing further comprises a game portion that alters the time between each sound to change the difficulty of the game.

23. The system of claim 21, wherein the difficulty changing further comprises a game portion that eliminates feedback to the user in order to increase the difficulty of the game.

24. The system of claim 21, wherein the difficulty changing further comprises a game portion that presents different types of sound to increase the difficulty of the game.

25. The system of claim 21, wherein the sound counting game further comprises a word sound counting sub-game that presents a word to the user and having the user count the smaller sounds units within the word.

26. The system of claim 25, wherein the word sound counting game further comprises a game portion that changes the difficulty of the game by eliminating the auditory feedback to the user during the training.

27. The system of claim 25, wherein the difficulty changing further comprises a game portion that decreases the size of the sound units within the word to be counted by the user.

28. A phonological skill training apparatus that is executed by a computer system, the apparatus comprising:

one or more sound awareness games for increasing the skill of the user in different sound awareness skill areas; and

wherein the sound awareness games further comprise a blending game that trains a user's skill at blending two or more smaller solid units into a larger sound unit.

29. The system of claim 28, wherein the sound counting game further comprising a game portion that changes the difficulty of the game by changing the time between the smaller sound units.

30. The system of claim 29, wherein the difficulty changing further comprises a game portion that changes the number of smaller sound units.

31. The system of claim 29, wherein the difficulty changing further comprises a game portion that changes the number of similar response choices.

32. The system of claim 29, wherein the difficulty changing further comprises a game portion that changes the size of the smaller sound unit.

33. The system of claim 32, wherein the smaller sound units further comprise two or more of syllables, sounds and words and where the larger sound units comprise one or more of words and compound words.

34. A phonological skill training apparatus that is executed by a computer system, the apparatus comprising:

one or more sound awareness games for increasing the skill of the user in different sound awareness skill areas; and

wherein the sound awareness games further comprise a sound unit distinguishing game that trains a user's skill at distinguishing two sounds units, the sound units including one or more of vowels and consonants, wherein the training is adaptive and the difficulty of the training is changed.

35. The system of claim 34, wherein the difficulty changing further comprises a game portion that acoustically enhances the sounds of at least one of the vowels and consonant-vowel combinations by changing one or more frequency components of the sounds.

36. The system of claim 34, wherein the difficulty changing further comprises a game portion that changes the type of the sound from sounds more easily perceived to sounds less easily perceived, the difficulty of the perception of the sound based on the inherent acoustic and phonetic properties of the sound.

37. A phonological skill training apparatus that is executed by a computer system, the apparatus comprising:

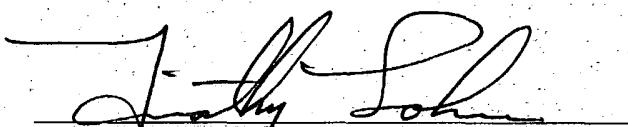
one or more sound awareness games for increasing the skill of the user in different sound awareness skill areas; and

wherein the sound awareness games further comprise a rhyming game that trains a user's skill at identifying rhyming and non-rhyming words wherein the training is adaptive and the difficulty of the training is changed.

38. The system of claim 37, wherein the difficulty changing further comprises a game portion that changes the level of background noise introduced with the words.

39. The system of claim 37, wherein the difficulty changing further comprises a game portion that has the user identify non-rhyming words and means, if the user identified the non-rhyming words, for having the user identify rhyming words.

Respectfully submitted,



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